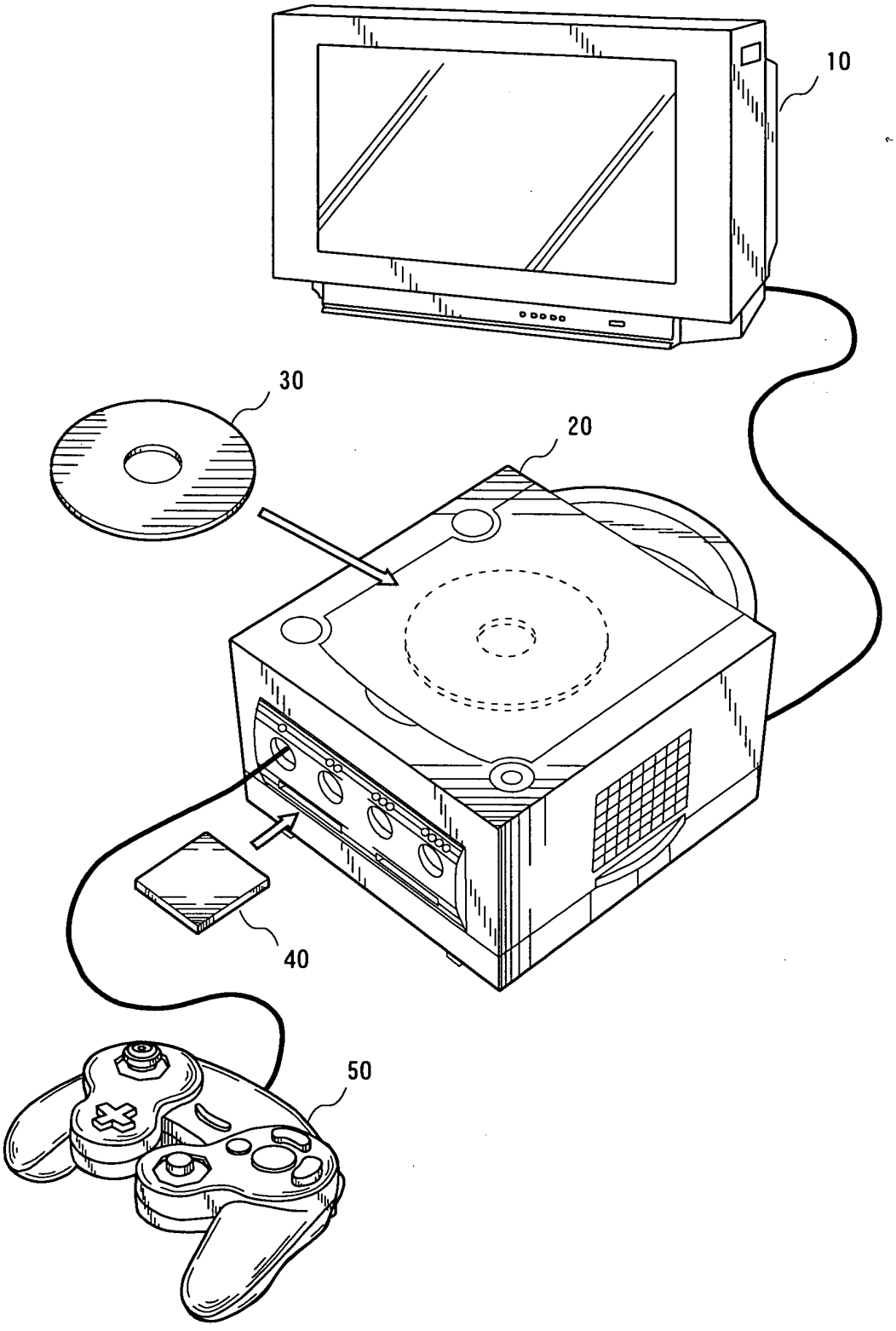
FIG. 1



F I G. 2

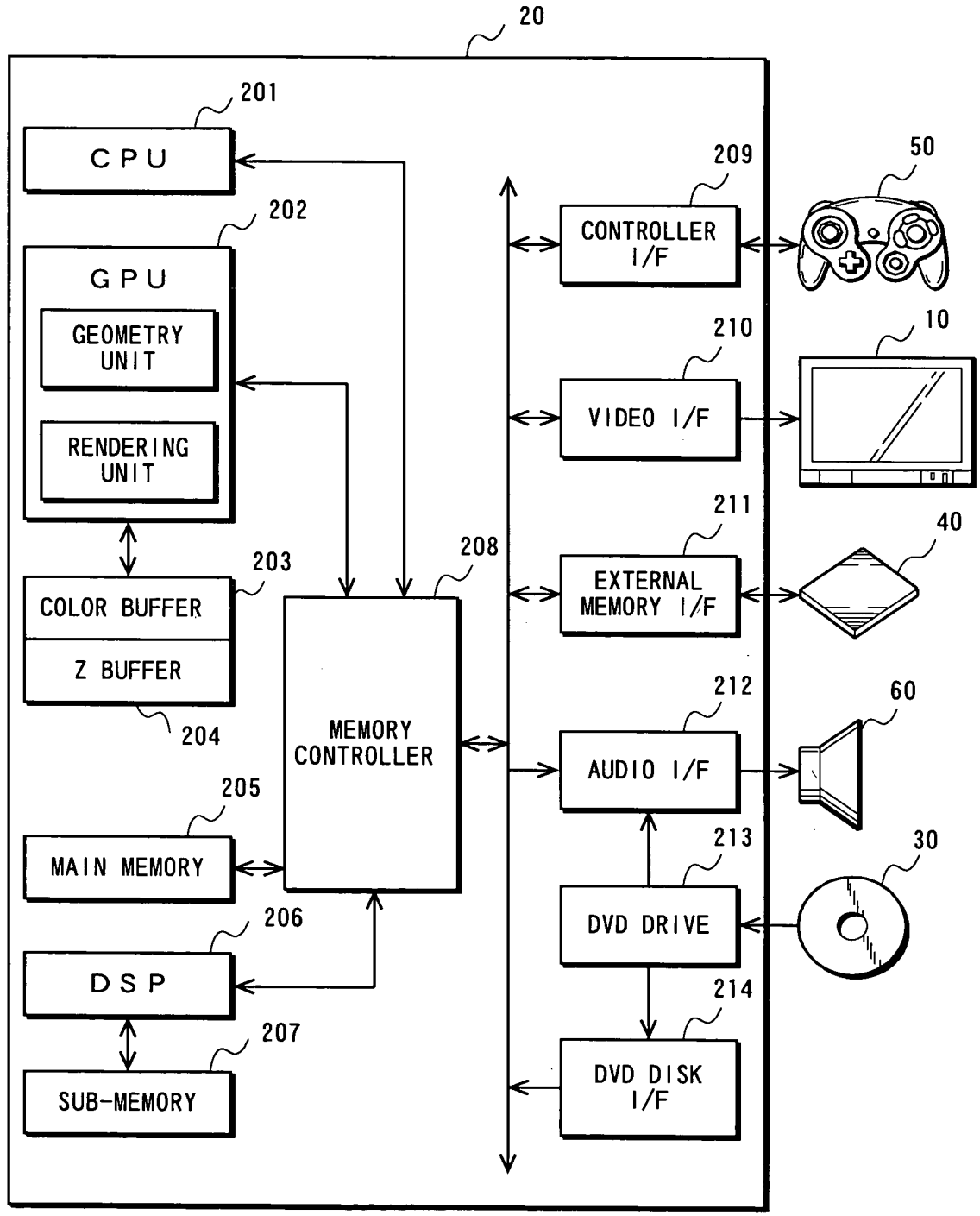

20
201
CPU
202
GPU
GEOMETRY UNIT
RENDERING UNIT
203
COLOR BUFFER
Z BUFFER
204
205
MAIN MEMORY
206
DSP
207
SUB-MEMORY
208
MEMORY CONTROLLER
209
CONTROLLER I/F
50
210
VIDEO I/F
10
211
EXTERNAL MEMORY I/F
40
212
AUDIO I/F
60
213
DVD DRIVE
30
214
DVD DISK I/F

FIG. 3

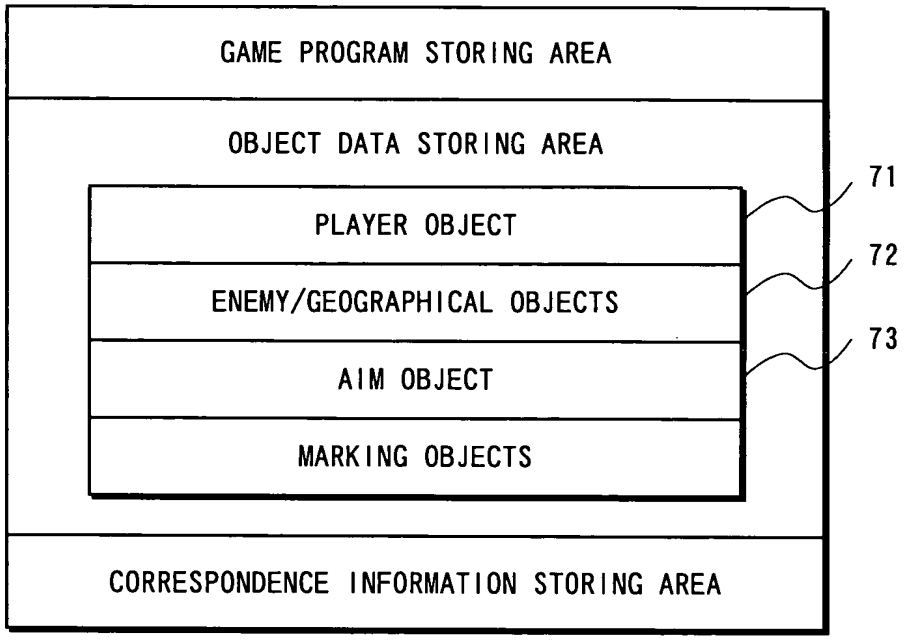

GAME PROGRAM STORING AREA
OBJECT DATA STORING AREA
PLAYER OBJECT
ENEMY/GEOGRAPHICAL OBJECTS
AIM OBJECT
MARKING OBJECTS
CORRESPONDENCE INFORMATION STORING AREA
71
72
73

FIG. 4

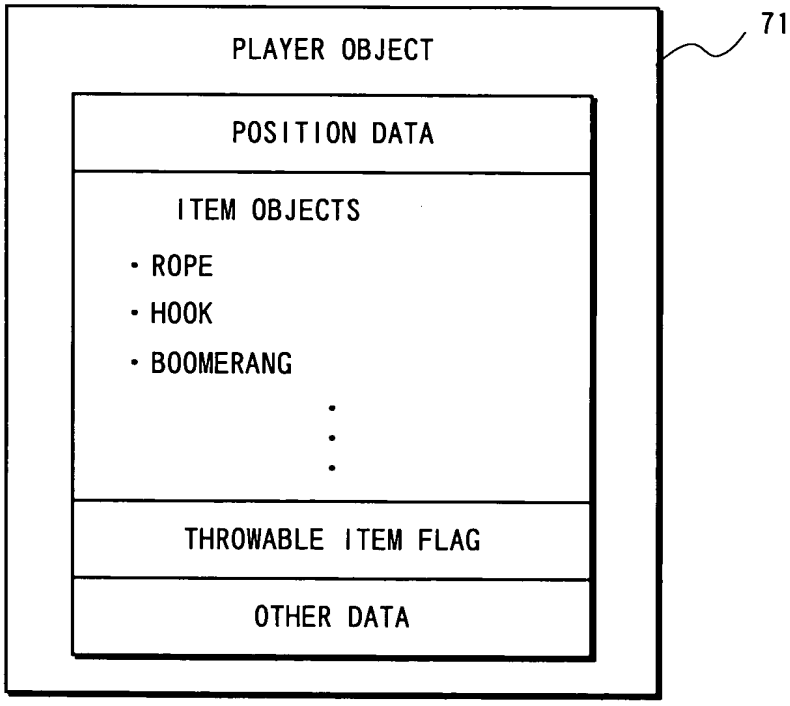

PLAYER OBJECT
POSITION DATA
ITEM OBJECTS
• ROPE
• HOOK
• BOOMERANG
THROWABLE ITEM FLAG
OTHER DATA
71

FIG. 5

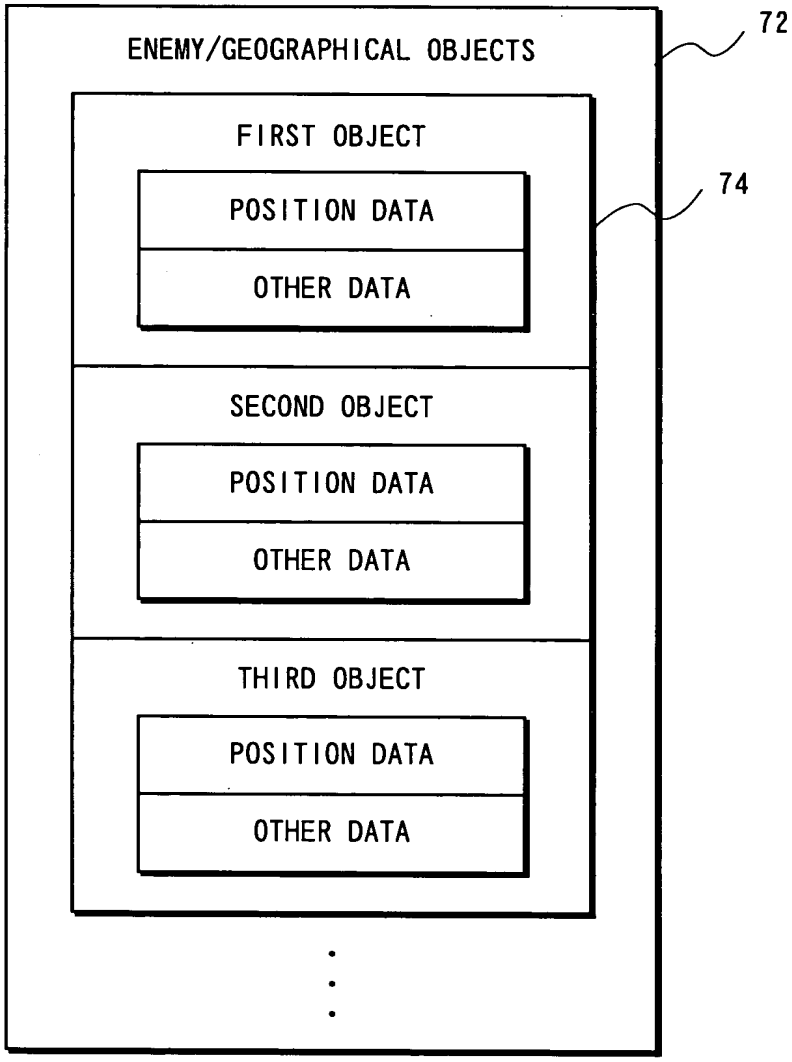

ENEMY/GEOGRAPHICAL OBJECTS
72
FIRST OBJECT
74
POSITION DATA
OTHER DATA
SECOND OBJECT
POSITION DATA
OTHER DATA
THIRD OBJECT
POSITION DATA
OTHER DATA

FIG. 6

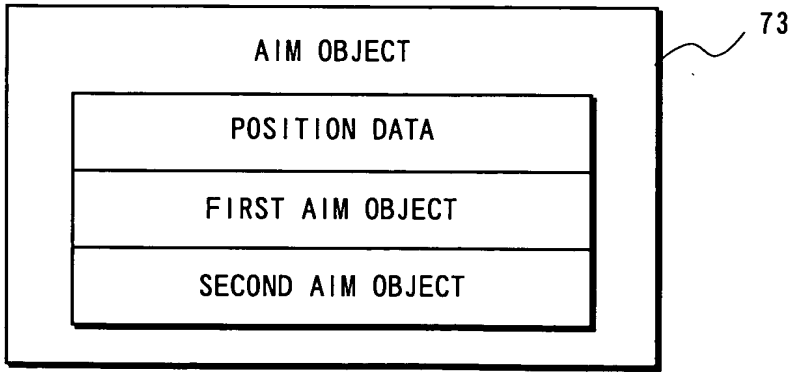

AIM OBJECT
73
POSITION DATA
FIRST AIM OBJECT
SECOND AIM OBJECT

FIG. 7

CORRESPONDENCE INFORMATION

ITEM	SHOOTING RANGE	CORRESPONDING OBJECT
ROPE	10	FIRST OBJECT
HOOK	15	FIRST OBJECT
		SECOND OBJECT
BOOMERANG	30	THIRD OBJECT
⋮	⋮	⋮

FIG. 8

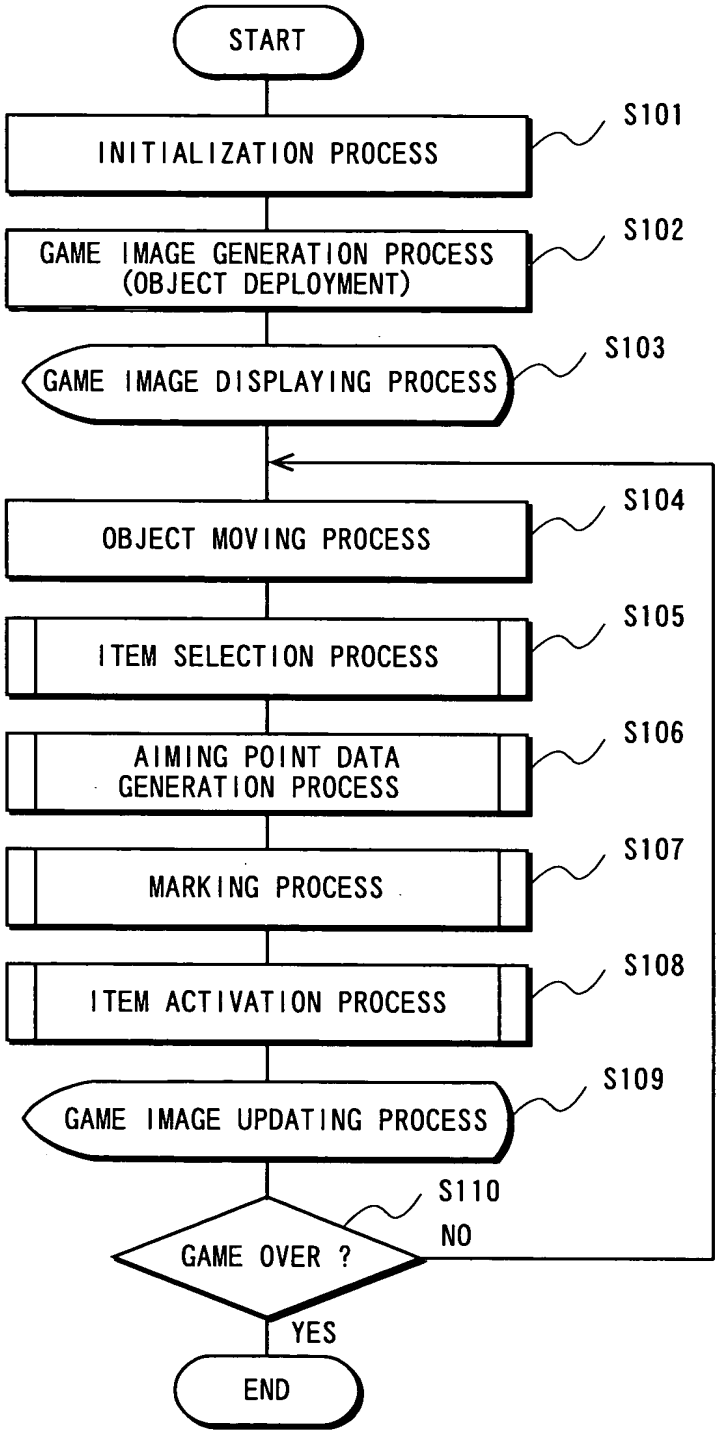

START
INITIALIZATION PROCESS
S101
GAME IMAGE GENERATION PROCESS (OBJECT DEPLOYMENT)
S102
GAME IMAGE DISPLAYING PROCESS
S103
OBJECT MOVING PROCESS
S104
ITEM SELECTION PROCESS
S105
AIMING POINT DATA GENERATION PROCESS
S106
MARKING PROCESS
S107
ITEM ACTIVATION PROCESS
S108
GAME IMAGE UPDATING PROCESS
S109
GAME OVER ?
S110
NO
YES
END

FIG. 9

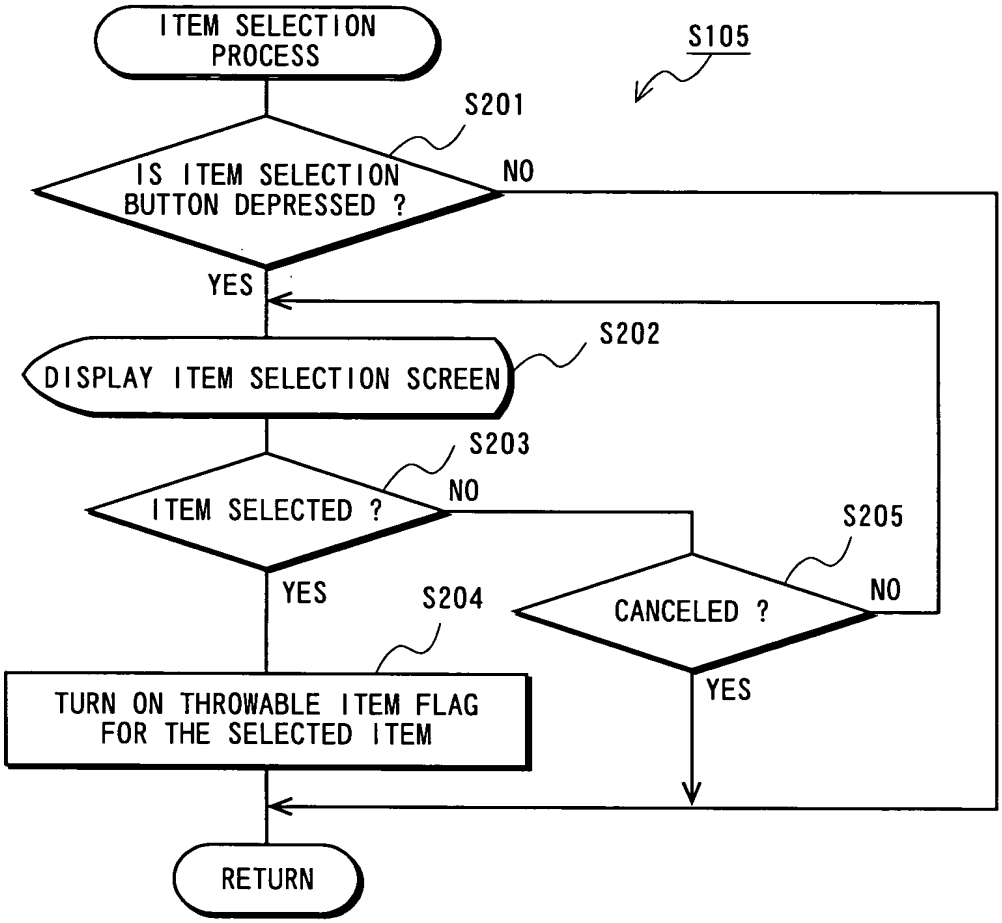

ITEM SELECTION PROCESS
S105
S201
IS ITEM SELECTION BUTTON DEPRESSED ?
NO
YES
S202
DISPLAY ITEM SELECTION SCREEN
S203
ITEM SELECTED ?
NO
S205
CANCELED ?
NO
YES
S204
YES
TURN ON THROWABLE ITEM FLAG FOR THE SELECTED ITEM
RETURN

FIG. 10

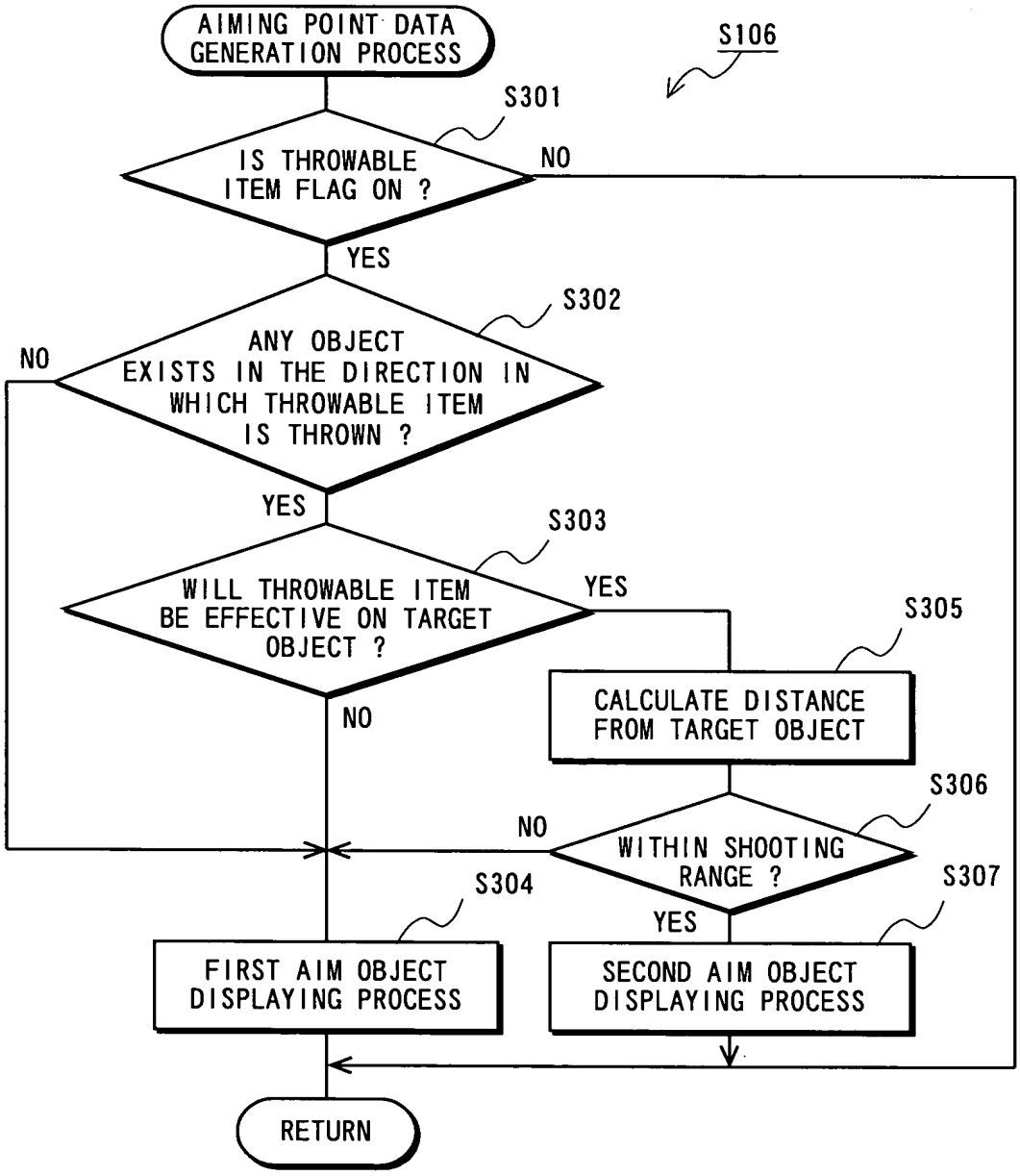

AIMING POINT DATA GENERATION PROCESS
S106
S301
IS THROWABLE ITEM FLAG ON ?
NO
YES
S302
ANY OBJECT EXISTS IN THE DIRECTION IN WHICH THROWABLE ITEM IS THROWN ?
NO
YES
S303
WILL THROWABLE ITEM BE EFFECTIVE ON TARGET OBJECT ?
YES
NO
S305
CALCULATE DISTANCE FROM TARGET OBJECT
S306
WITHIN SHOOTING RANGE ?
NO
YES
S304
S307
FIRST AIM OBJECT DISPLAYING PROCESS
SECOND AIM OBJECT DISPLAYING PROCESS
RETURN

FIG. 11

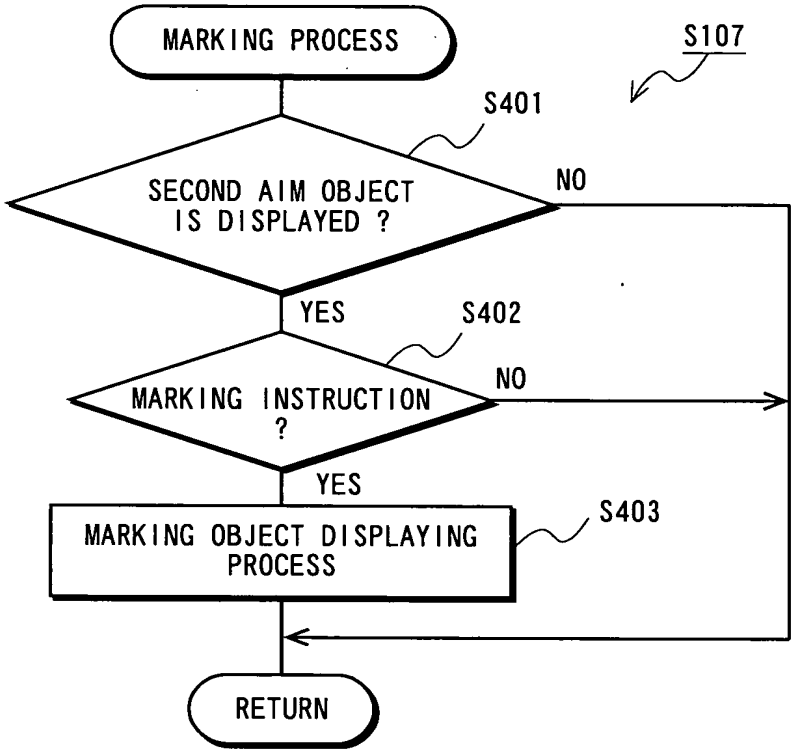

MARKING PROCESS
S107
S401
SECOND AIM OBJECT IS DISPLAYED ?
NO
YES
S402
MARKING INSTRUCTION ?
NO
YES
S403
MARKING OBJECT DISPLAYING PROCESS
RETURN

FIG. 12

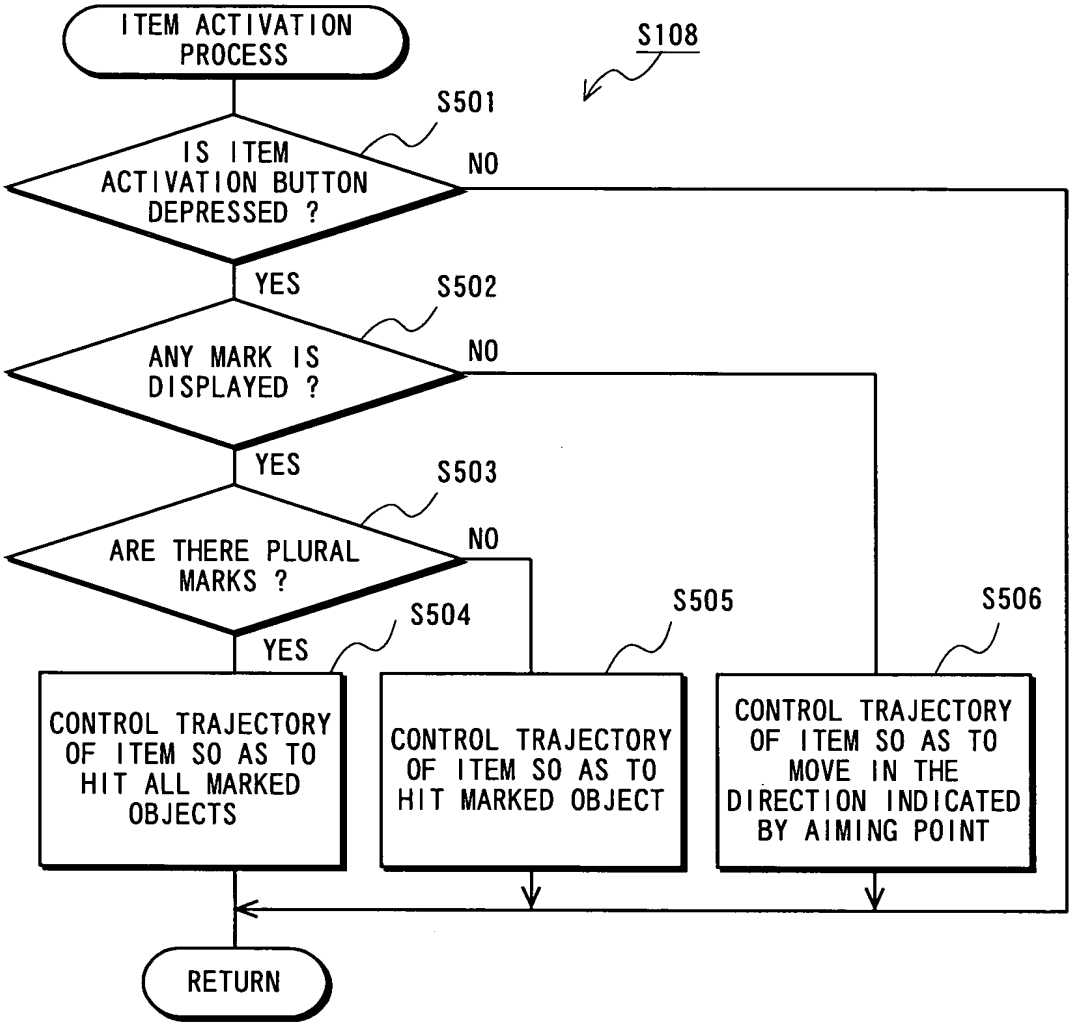

ITEM ACTIVATION PROCESS
S108
S501
IS ITEM ACTIVATION BUTTON DEPRESSED ?
NO
YES
S502
ANY MARK IS DISPLAYED ?
NO
YES
S503
ARE THERE PLURAL MARKS ?
NO
YES
S504
S505
S506
CONTROL TRAJECTORY OF ITEM SO AS TO HIT ALL MARKED OBJECTS
CONTROL TRAJECTORY OF ITEM SO AS TO HIT MARKED OBJECT
CONTROL TRAJECTORY OF ITEM SO AS TO MOVE IN THE DIRECTION INDICATED BY AIMING POINT
RETURN

FIG. 13

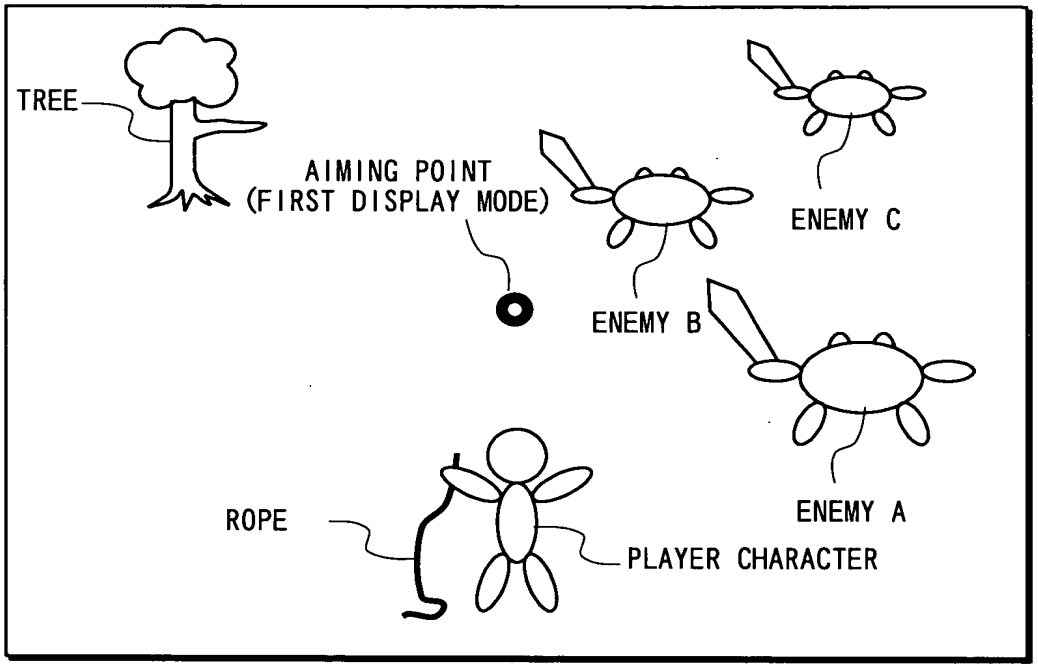

TREE
AIMING POINT
(FIRST DISPLAY MODE)
ENEMY C
ENEMY B
ENEMY A
ROPE
PLAYER CHARACTER

FIG. 14

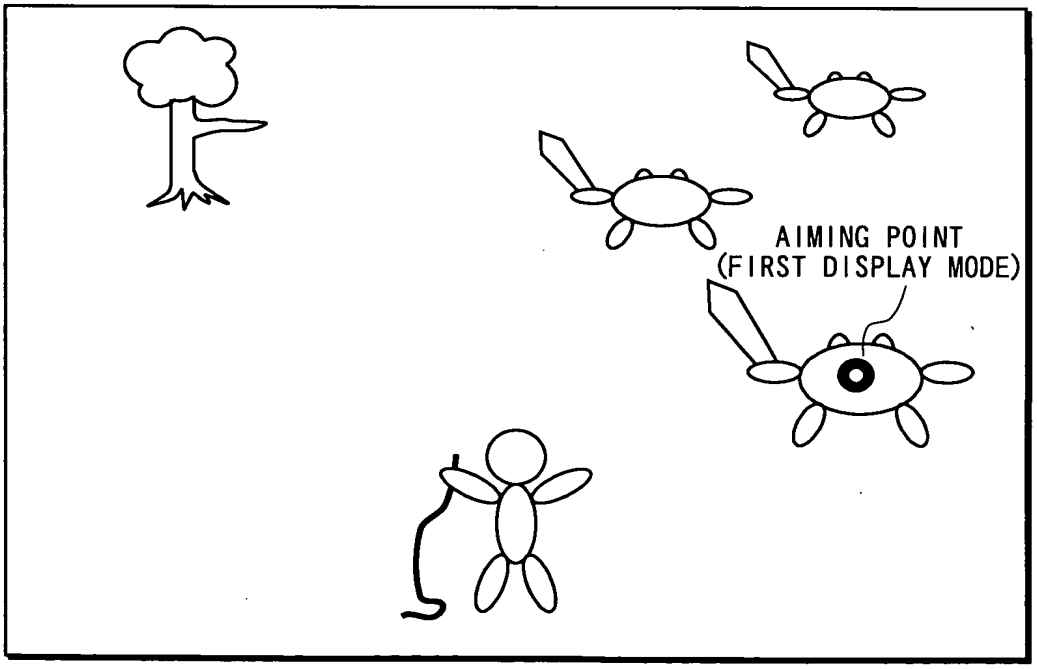

AIMING POINT
(FIRST DISPLAY MODE)

FIG. 15

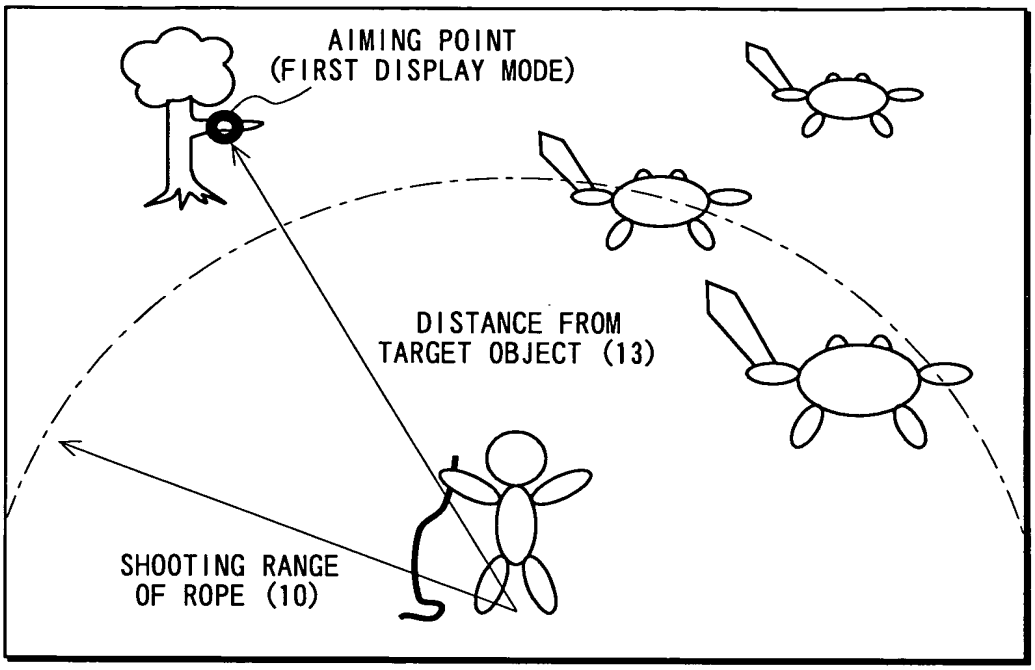

AIMING POINT
(FIRST DISPLAY MODE)
DISTANCE FROM
TARGET OBJECT (13)
SHOOTING RANGE
OF ROPE (10)

FIG. 16

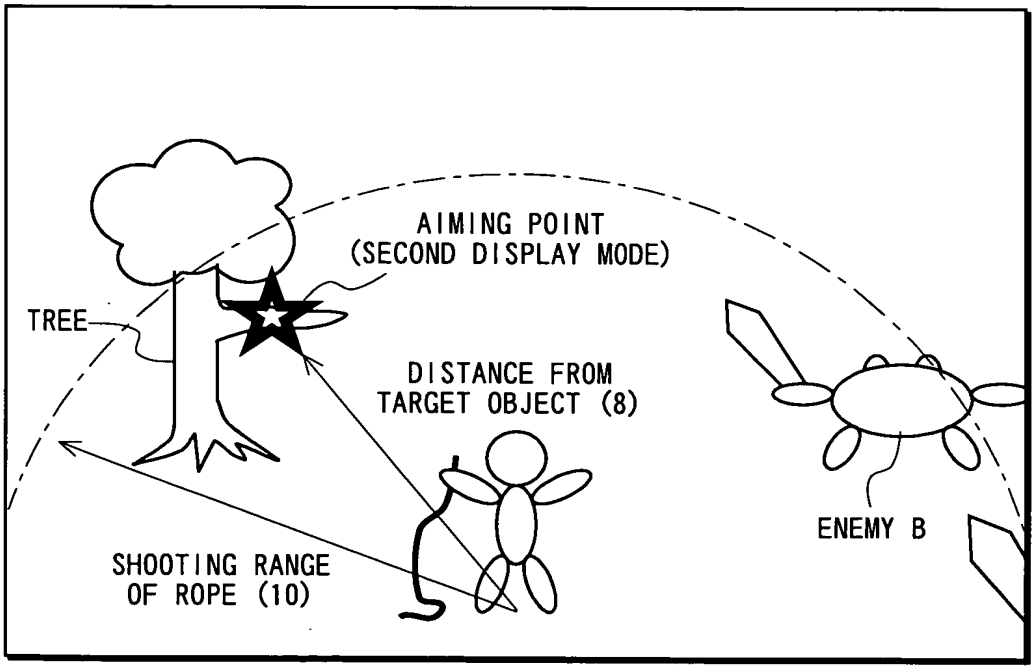

AIMING POINT
(SECOND DISPLAY MODE)
TREE
DISTANCE FROM
TARGET OBJECT (8)
ENEMY B
SHOOTING RANGE
OF ROPE (10)

FIG. 17

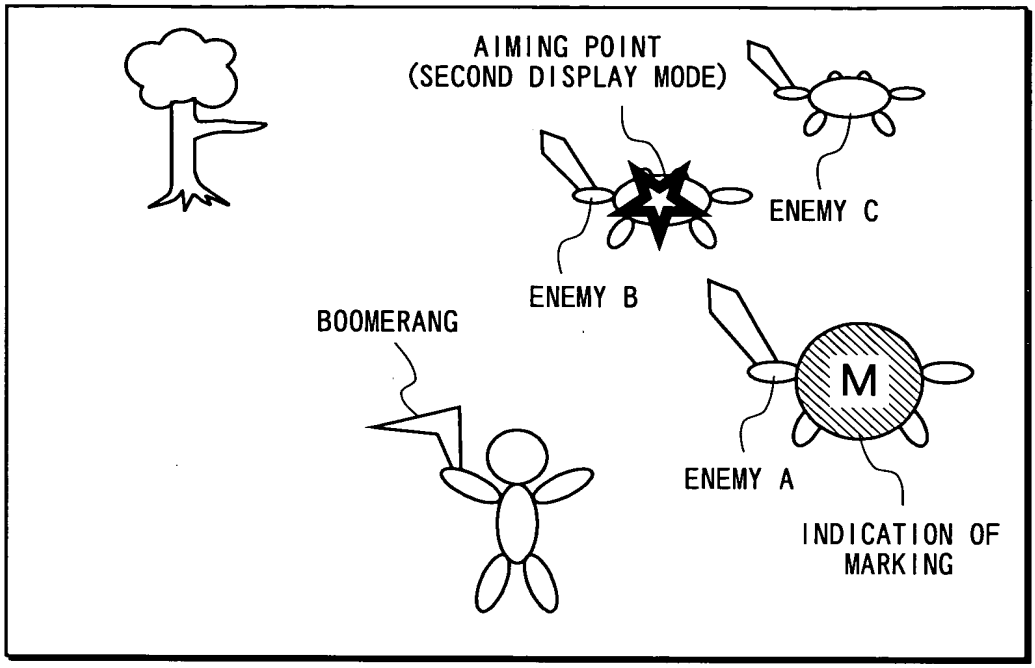

AIMING POINT
(SECOND DISPLAY MODE)
ENEMY C
ENEMY B
BOOMERANG
M
ENEMY A
INDICATION OF
MARKING

FIG. 18

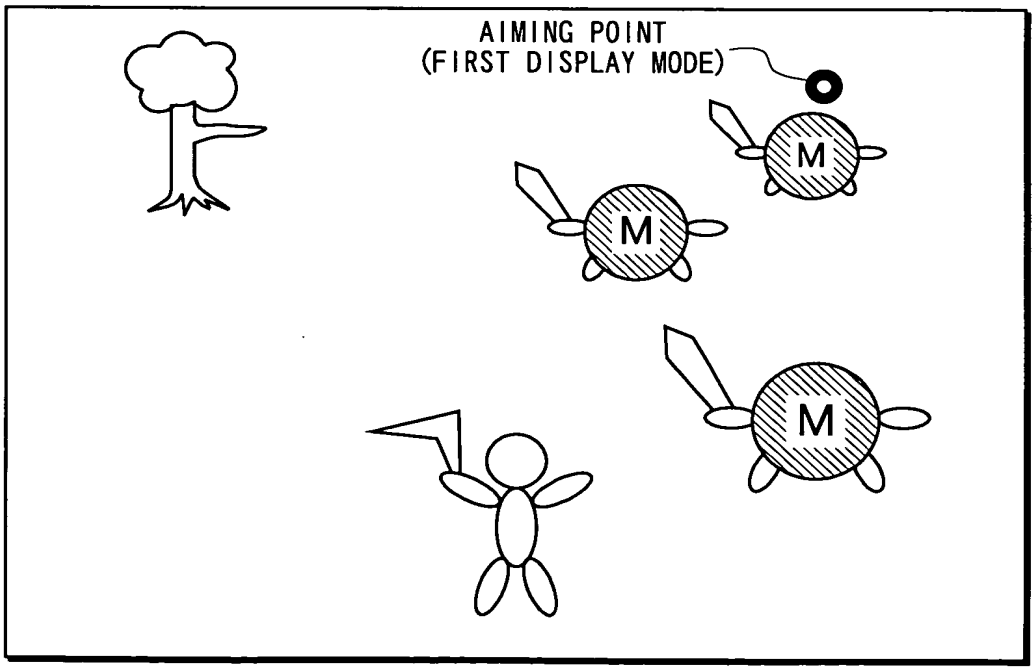

AIMING POINT
(FIRST DISPLAY MODE)
M
M
M

FIG. 19

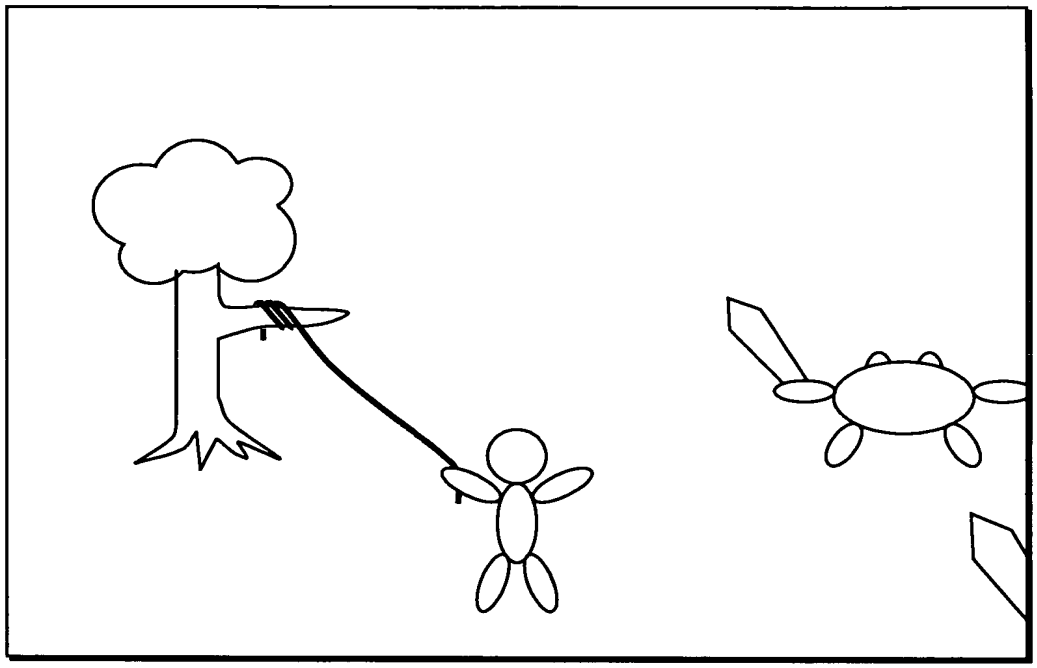


FIG. 20

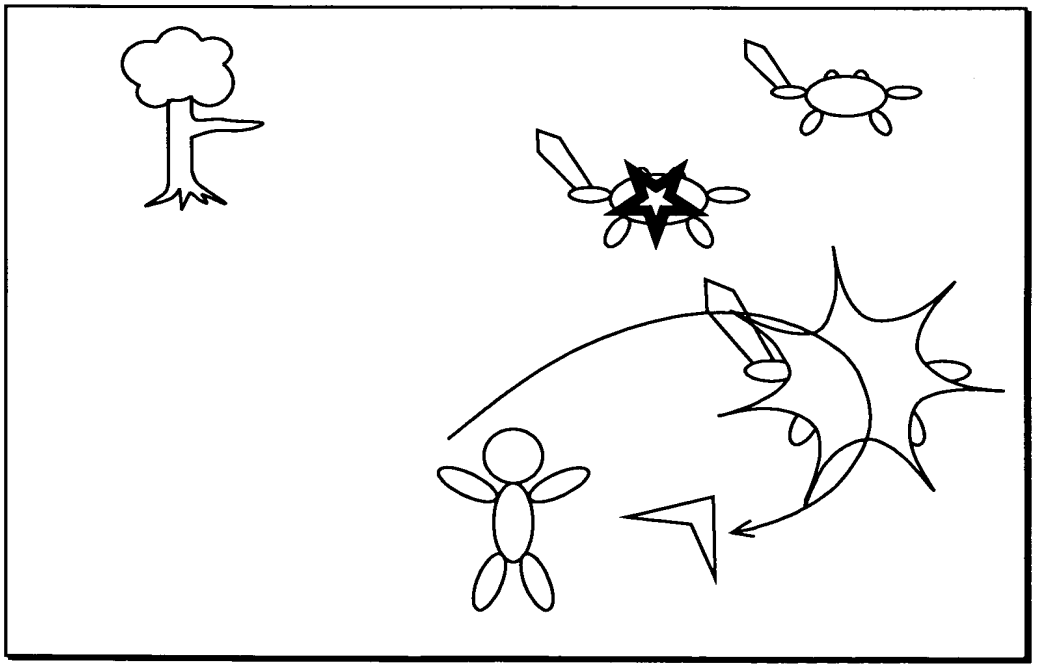


FIG. 21

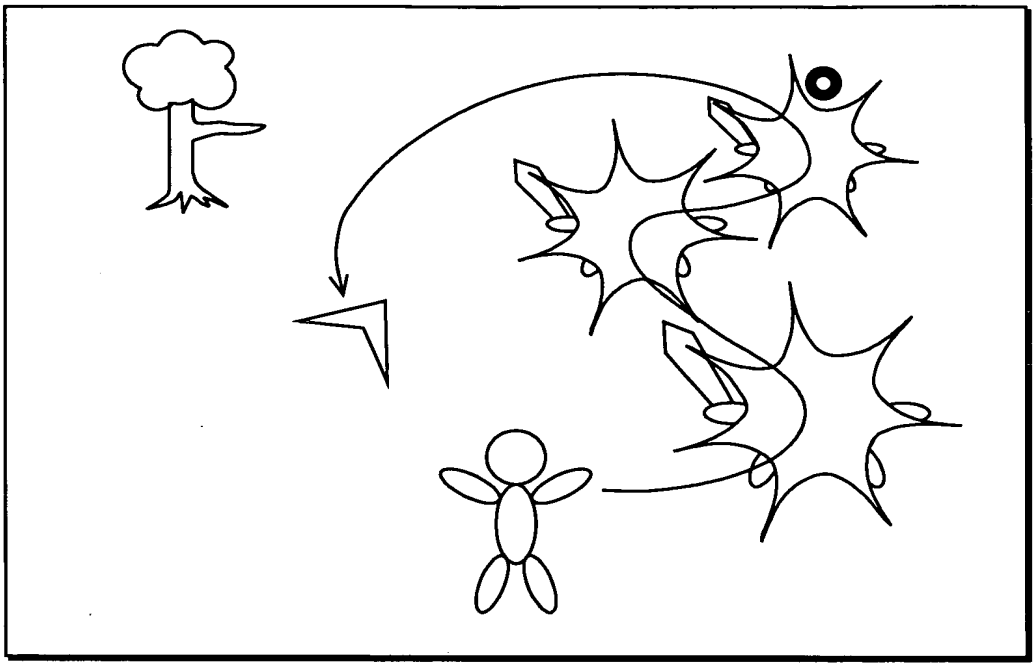


FIG. 22

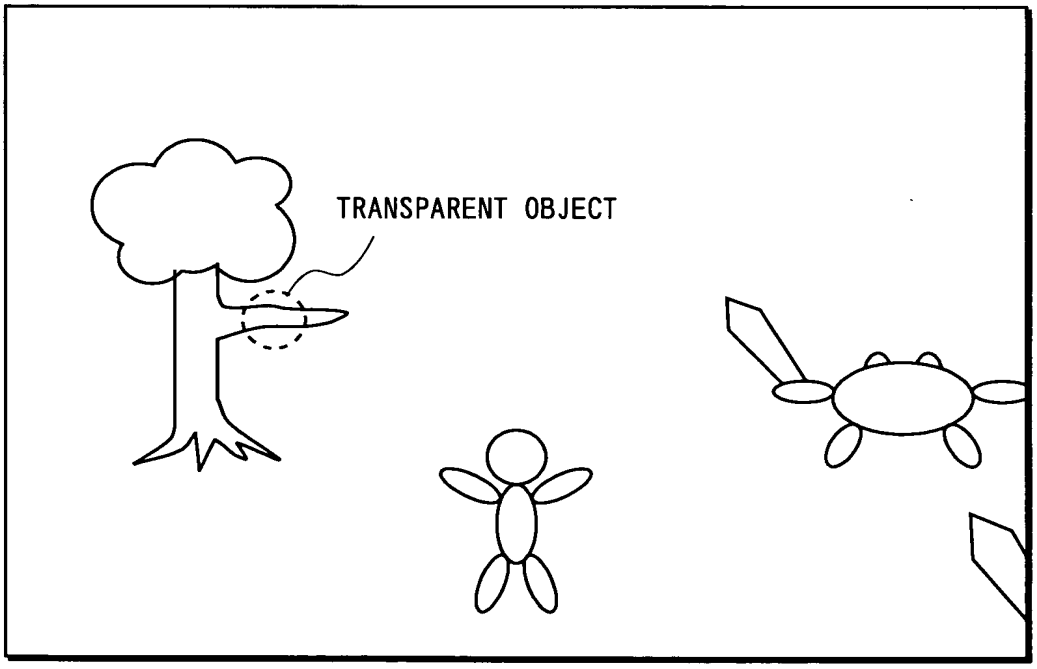


FIG. 23

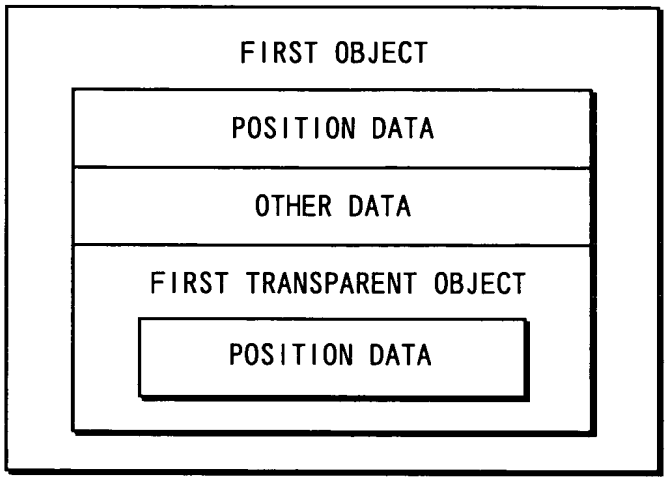


FIG. 24

CORRESPONDENCE INFORMATION

ITEM	SHOOTING RANGE	CORRESPONDING OBJECT
ROPE	10	FIRST TRANSPARENT OBJECT
HOOK	15	SECOND TRANSPARENT OBJECT
		THIRD TRANSPARENT OBJECT
BOOMERANG	30	SECOND TRANSPARENT OBJECT
⋮	⋮	⋮

FIG. 25

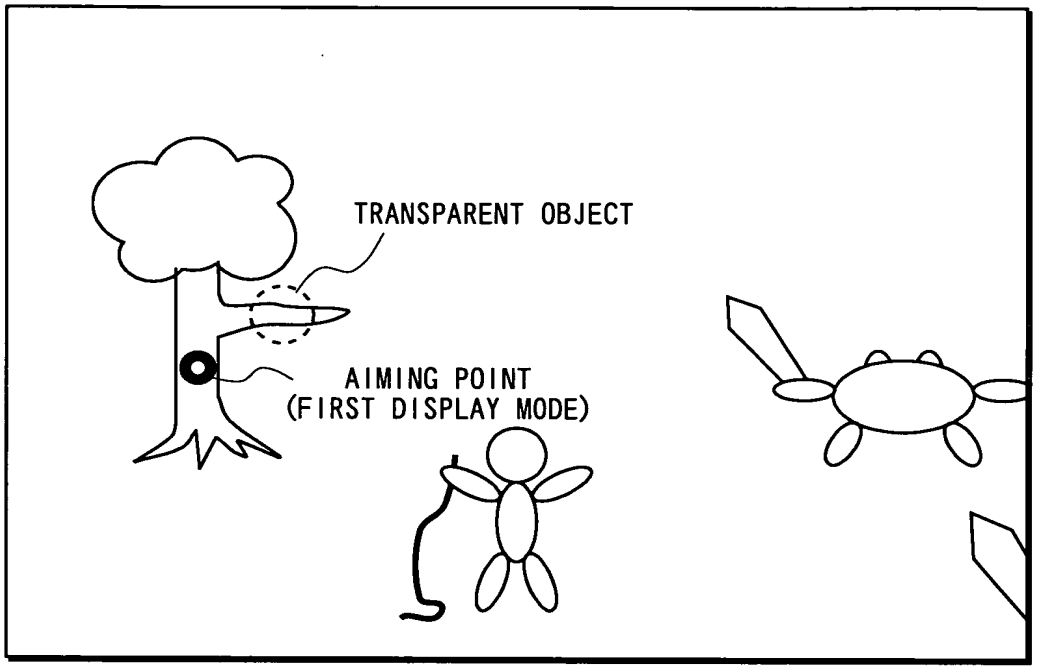
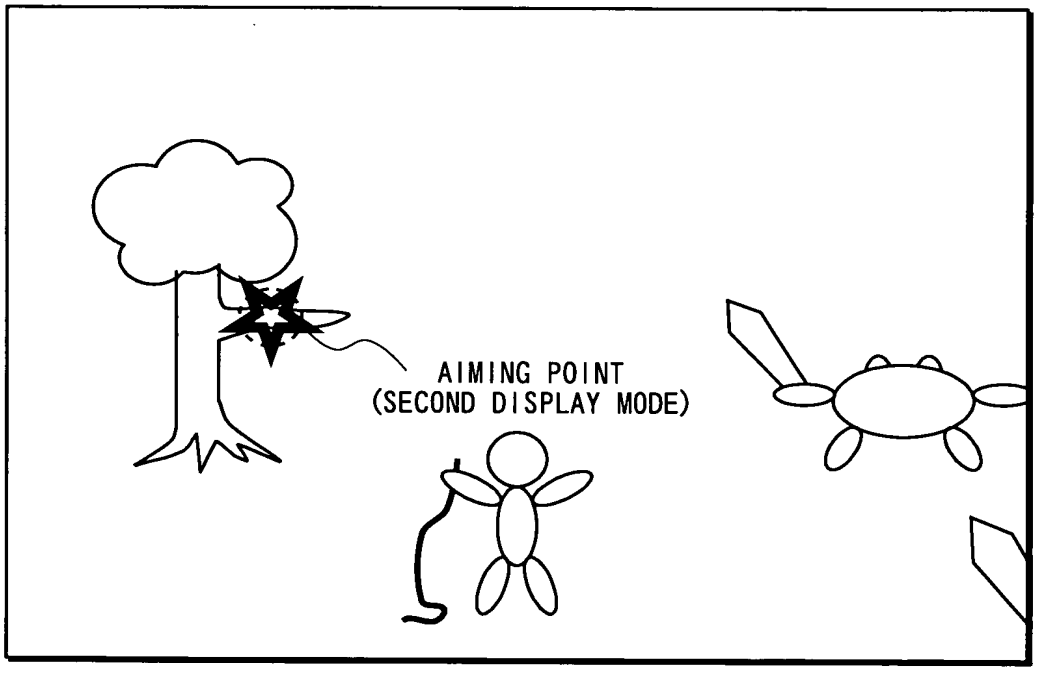

TRANSPARENT OBJECT
AIMING POINT
(FIRST DISPLAY MODE)

FIG. 26


AIMING POINT
(SECOND DISPLAY MODE)